THE COWLITZ GAMERS ADVENTURE

INSTRUCTION MANUAL

HI, I'M JUSTICE, STAR OF THE COWLITZ GAMERS ADVENTURE! THE DEVELOPERS WANTED ME TO THANK YOU FOR BUYING THEIR GAME AND THEY HOPE YOU HAVE AS MUCH FUN PLAYING IT AS THEY HAD MAKING IT!

AS YOU MAY KNOW, THE NEW YEAR'S FESTIVAL IS COMING SOON AND ALL THE CHILDREN ON MY ISLAND HAVE THEIR FIREWORKS READY... ALL OF 'EM EXCEPT ME, THAT IS— I'M FLAT BROKE! BUT WITH YOUR HELP, I CAN SCOUR THE KING CHRUM MINES FOR ENOUGH GOLD AND OTHER LOST TREASURES TO JOIN IN THE FIERY FESTIVITIES!

GETTING STARTED

FIRST, JAM YOUR COWLITZ GAMERS ADVENTURE CART INTO YOUR NES OR AVS GAME CONSOLE AND POWER IT UP!

THEN, SELECT YOUR COLOR MODE AND PRESS START!

CONTROLS

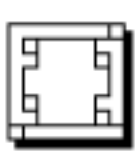
USE THE D-PAD TO GET ME MOVIN' OR PRESS THE A BUTTON TO MAKE ME JUMP!

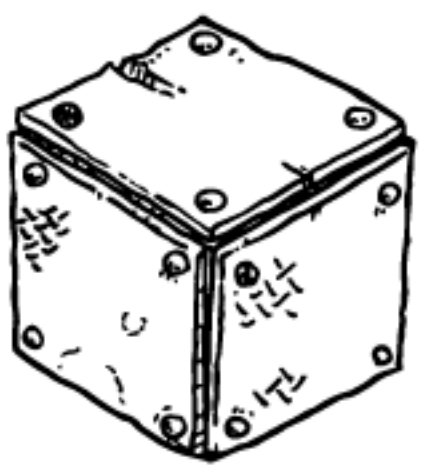
OBJECTIVE

HELP ME COLLECT ALL THE GOLD IN EACH SECTOR SO I CAN MOVE ON TO THE NEXT!

INSIDE THE MINES

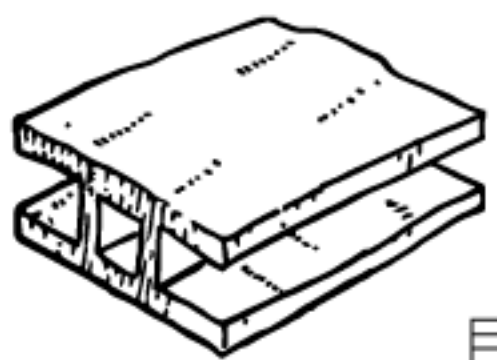
LONG AGO, KING CHRUM FORCED US ISLANDERS TO WORK THE MINES NIGHT AND DAY. THESE DAYS, WITH CHRUM LONG GONE, MOST FOLKS AVOID THE DANGERS—AND THE TREASURES WITHIN!

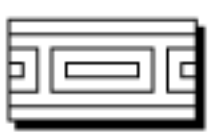




FLOORING

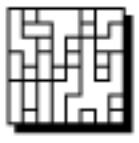
WOODEN FRAMES COVERED WITH PRESSED STEEL—THE SAFEST WALKING SURFACE THE MINES HAVE TO OFFER!





GIRDERS

DOUBLE I-BEAMS OF IRON, NARROW ENOUGH FOR ME TO HOP DOWN FROM. (DOWN + A)



ROPES & VINES

JUST LIKE IN GYM CLASS! USE YOUR D-PAD AND I'LL CLIMB WITH ALL MY MIGHT!

TELEPORT PADS

THE QUICKEST WAY TO TRAVEL! PUT ME ON ONE OF THESE, AND AWAY I GO!

GOLD BARS

LEFT WHEN CHRUM'S FORCES WERE FORCED OUT, GRAB TEN OF 'EM TO BOOST MY MOTIVATION!

DIAMONDS

TWICE AS VALUABLE, BUT TWICE AS HARD TO FIND, TOO! SNAG 'EM BEFORE I'M READY TO SPLIT!

STALACTITES & STALAGMITES

WHETHER HANGIN' TIGHT OR GROWIN' WITH MIGHT, THESE STONE MASSES WILL MAKE ME INTO SHISH-KEBABS IF I DON'T WATCH MY STEP!

MAEKGAIBO

ABANDONED LONG AGO, THESE IMPERIAL MINING DRONES STILL CONTINUE TO CARVE OUT THE LAST PATHS IN THEIR MEMORY BANKS, NO MATTER WHAT—OR WHO— IS IN THEIR WAY!

LINGERERS

FOLKS SAY THESE WERE ONCE MINERS, DRIVEN MAD BY ISOLATION. I DON'T CARE WHAT THEY ARE, AS LONG AS THEY AREN'T NEAR ME!

KOMORI

THESE OVERGROWN GRUBS HAVE BEEN PUMPED UP ON RADS AND HAVE A THIRST FOR FLESH—A THIRST I'D RATHER NOT QUENCH!

SEARCH THE SHADOWS TO MAKE SURE I GET ALL THE TREASURE! ALSO, WHEN WE CLEAR ALL 8 SECTORS, WE'LL CHECK 'EM AGAIN, BUT THE MINES ARE MORE DANGEROUS THE LATER IT GET, SO LET'S GO!

THE PUBLISHER

JOHN HANCOCK OF COWLITZ GAMERS IS A VIDEO GAME COLLECTOR, WRITER, AND HISTORIAN WHO BROUGHT TOGETHER ALL THOSE INVOLVED TO MAKE CGA HAPPEN.

WWW.COWLITZGAMERS.COM

THE PROGRAMMER

LUKASZ KUR IS AN 8-BIT GAMING ENTHUSIAST AND PROGRAMMER ACTIVE IN THE POLISH RETRO GAMING SCENE. HE WAS PLEASED TO CODE AND DESIGN CGA.

DIZZY9@TLEN.PL

THE MUSICIAN

ROBERT "ROBI" JANOTA, AN EVER-EVOLVING MUSICIAN FASCINATED BY SOUNDS OF DECADES PAST, COMPOSED ALL THE MUSIC YOU'LL HEAR IN CGA.

SOUNDCLOUD.COM/ROBI-35

THE ILLUSTRATOR

AN ARTIST AND ILLUSTRATOR RESIDING IN SOUTH KOREA, M-TEE PROVIDED THE ILLUSTRATIONS, LAYOUTS, AND WRITE-UPS FOR THE CGA BOXES, CARTS, AND MANUALS.

WWW.MTEEGFX.COM

THE PRINTER

THROUGH HIS RETRO GAMING SITE, WAFFLEFOOT, JOSH BYERLY PROVIDED MANY OF THE PRINTING SERVICES FOR CGA, INCLUDING THE BOX AND CARTRIDGE LABELS.

WWW.WAFFLEFOOT.COM

THE SEQUEL

LIKED THIS GAME? THEN YOU'LL LOVE THE COWLITZ GAMERS' 2ND ADVENTURE! IT'S OVER 50 SCREENS OF CO-OP FUN!

WWW.MTEEGFX.COM/COWLITZ